



Minbari Elos Avaras Class Carrier

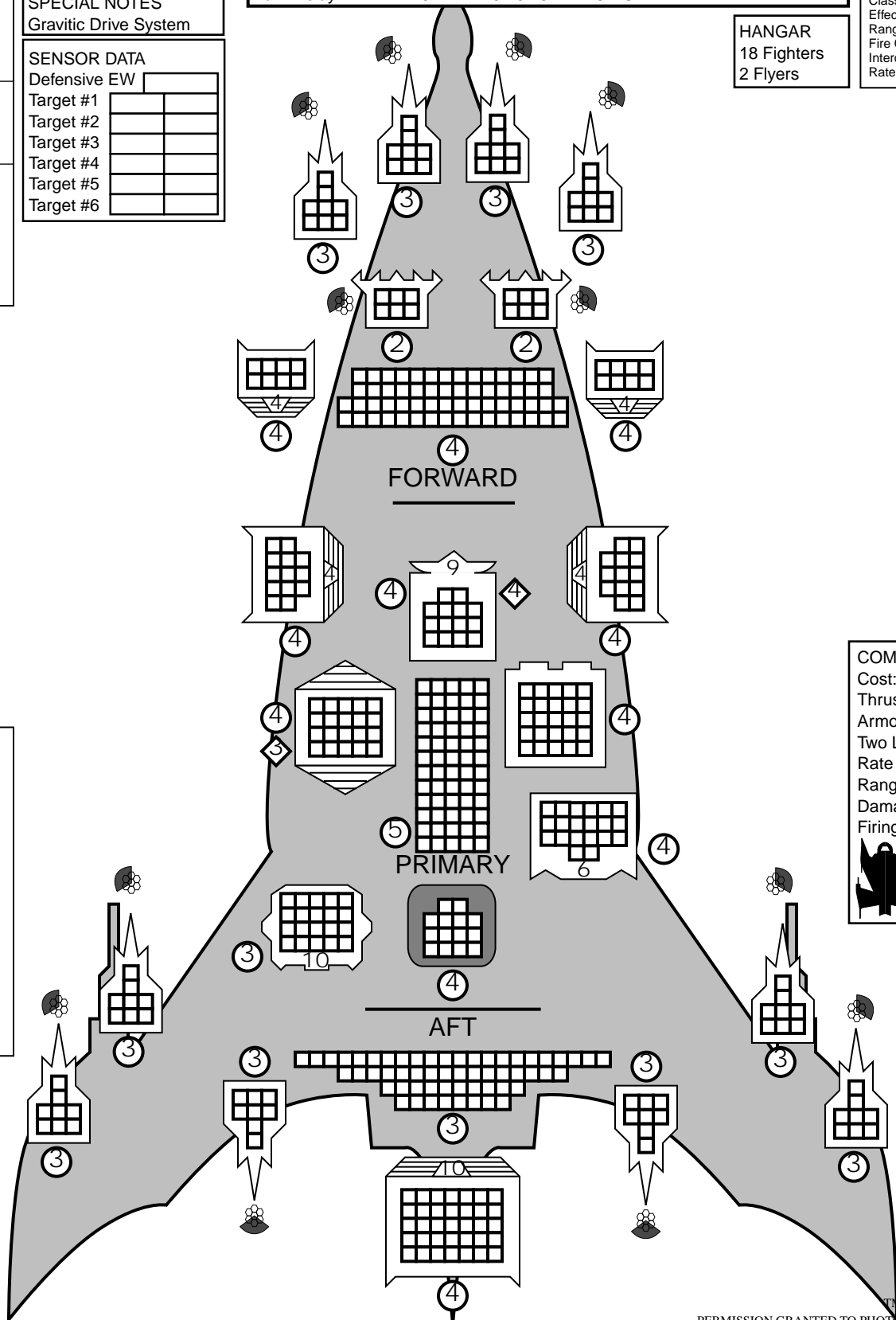
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 1250	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 12 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +7
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Fusion Cannon	
Class: Molecular	
Mode: Standard	
Damage: 1d10+9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Electro-Pulse Gun	
Class: Electromagnetic	
Effect: Forces dropout	
Range Penalty: -3 per hex	
Fire Control: -/-/+3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

FORWARD HITS
1-3:Retro Thrust
4-9:Fusion Cannon
10-11:EP Gun
12-18: Forward Struct
19-20:PRIMARY Hit
AFT HITS
1-6:Main Thrust
7-12:Fusion Cannon
13-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-8:Primary Struct
9-10:Port/Stb Thrust
11:Jump Engine
12-13:Sensors
14-15:Engine
16-17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES	
Gravitic Drive System	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
18 Fighters
2 Flyers



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Fusion Cannon
	EP Gun

COMBAT FLYERS	
Cost: 70	Defense: 9/7
Thrust: 10	Offense: +4
Armor: 1	Initiative: +10
Two Light Fusion Cannons:	
Rate of Fire: 1 per turn	
Range Penalty: -2 per hex	
Damage: 1d6+4 per gun	
Firing Arcs: #1 #2	